

**THE JARGONS USED BY GAMERS
IN CLOSERS ONLINE GAME**

THESIS

**This thesis is submitted to meet one of the requirements to achieve Sarjana
Degree in English Language Education**



By:

**GIGIH ABI PRATOMO
201410100311118**

**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MUHAMMADIYAH MALANG**

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This thesis written by Gigih Abi Pratomo was approved on July 9, 2020



Advisor II,

Advisor I,

Riski Lestiono, S.Pd., M.A.

Dra. Thathit Manon Andini, M.Hum.



**PRODI PENDIDIKAN BAHASA INGGRIS
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
UNIVERSITAS MUHAMMADIYAH MALANG**

Jl. Raya Tlogomas No. 246 Telp.(0341) 360948, 463513, 464318-19 fax. (0341) 460782 Malang 65144

SURAT KETERANGAN

E.5.a/96/B.Ing -FKIP/UMM/VIII/2020

Yang bertanda tangan di bawah ini:

Nama : Bayu Hendro Wicaksono, M.Ed.,Ph.D
Jabatan : Ketua Prodi Pendidikan Bahasa Inggris

Menerangkan bahwa mahasiswa:

Nama : Gigih-Abi Pratomo
NIM : 201410100311118
Judul Skripsi : *The Jargon Used by Gamers in Closers Online Game*

adalah benar-benar mahasiswa Prodi Pendidikan Bahasa Inggris FKIP-UMM yang telah melaksanakan proses ujian skripsi pada Periode III 2020. Mahasiswa tersebut telah dinyatakan lulus ujian skripsi dengan nilai B+ dan telah melakukan revisi yang telah disetujui oleh para penguji.

Demikian surat keterangan ini dibuat, agar digunakan sebagaimana semestinya.

Malang, 04 Agustus 2020
Ketua Prodi,



Bayu Hendro Wicaksono, M.Ed., Ph.D

LETTER OF AUTHENTICITY

The written work enclosed is authorized by:

Name : Gigih Abi Pratomo

NIM : 201410100311118

Major : English Language Education Department

Faculty : Teacher Training and Education

Title of work:

THE JARGONS USED BY GAMERS IN CLOSERS ONLINE GAME

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Malang, July 9, 2020

The Researcher,



Gigih Abi Pratomo

MOTTOS AND DEDICATIONS

MOTTOS

“What is “Courage”? Courage is owning your fear!”

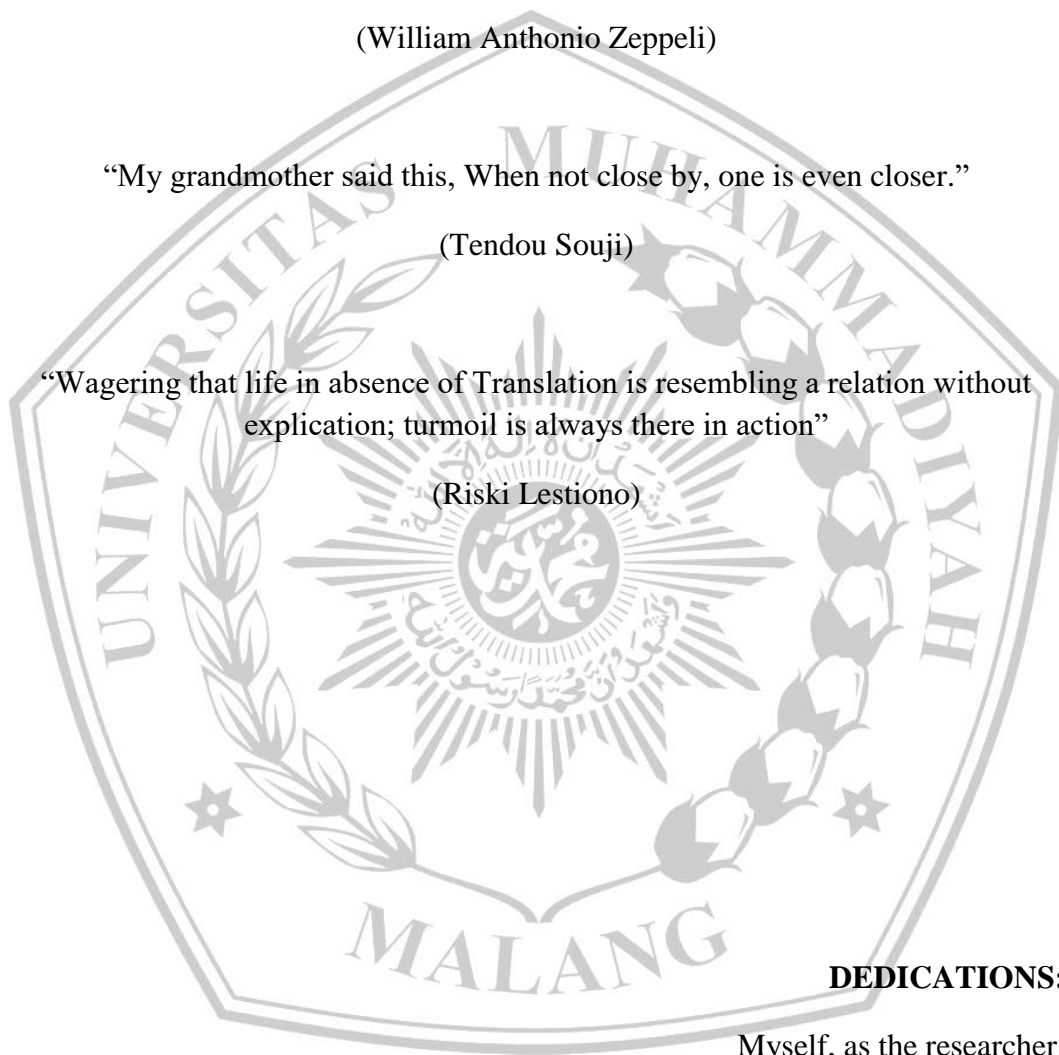
(William Anthonio Zeppeli)

“My grandmother said this, When not close by, one is even closer.”

(Tendou Souji)

“Wagering that life in absence of Translation is resembling a relation without explication; turmoil is always there in action”

(Riski Lestiono)



DEDICATIONS:

Myself, as the researcher,
who has been doing anything in finishing this thesis.

My family and my friends
for supporting me thoroughly in my life.

THE JARGONS USED BY GAMERS IN CLOSERS ONLINE GAME

ABSTRACT

Jargon is one of language varieties that is used based on the use or some purposes. In other words, jargons have special meaning and can only be understood by this gamer community so it needs description in order to avoid the misleading toward people outside the community.

This research used descriptive method because this research was textual analysis which intends to analyze and reveal the jargon used by gamers in “Closers” online game. This research used research instruments namely documentation and observation. The data collection started from collecting the data and then categorizing them into the kinds of jargons and word formation pattern. All data were taken from some sources such as “Closers” online game and from “Closers” online game forum community (<https://codeclosers.to/forums/>) which discuss about their experiences in playing the games, comments and hint from the administrator.

Based on the result of the research, it was found 46 (forty-six) jargons used by the gamers. All those jargons were categorized into 1) Jargon by Economizing (Clipping) which have 4 jargons, 2) Jargon by Extreme Economizing (Acronym and Abbreviation) have 29 jargons consist of 10 jargons by Acronym and 19 by Abbreviation, 3) Jargon by Compounding Clips and Mixing It Up (Blends) have 2 jargons, 4) Jargon by Putting Lexical Items Together (Affixation and Compounding) have 5 jargons consist of 2 by Affixation and 3 by Compounding, 5) Jargon by Social Climbing (Amelioration and Pejoration) have 4 jargons consist of 2 by Amelioration and 2 by Pejoration, 6) Jargon by Conversion have 2 jargons. So from this research, it can be concluded that the jargon is not only popular in formal situations but also in informal situations such as in “Closers” gamer community. These jargons need to be explained in order not to confuse and avoid misleading toward other people outside community which are getting involved in them and also it can give the insight about jargon language research.

Key words: Jargon, Gamers, Closers Online Game

Advisor I,

The Researcher,

Dra. Thathit Manon Andini, M.Hum.

Gigih Abi Pratomo

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I am completely aware that this thesis is far from the percentage of perfection. I realize that many mistakes have been made even though I have already worked hard to complete the thesis. Therefore, the critics and suggestions are expected in this research. Finally, I hope this thesis will be beneficial for the readers.

Malang, July 9, 2020

The Researcher,

Gigih Abi Pratomo

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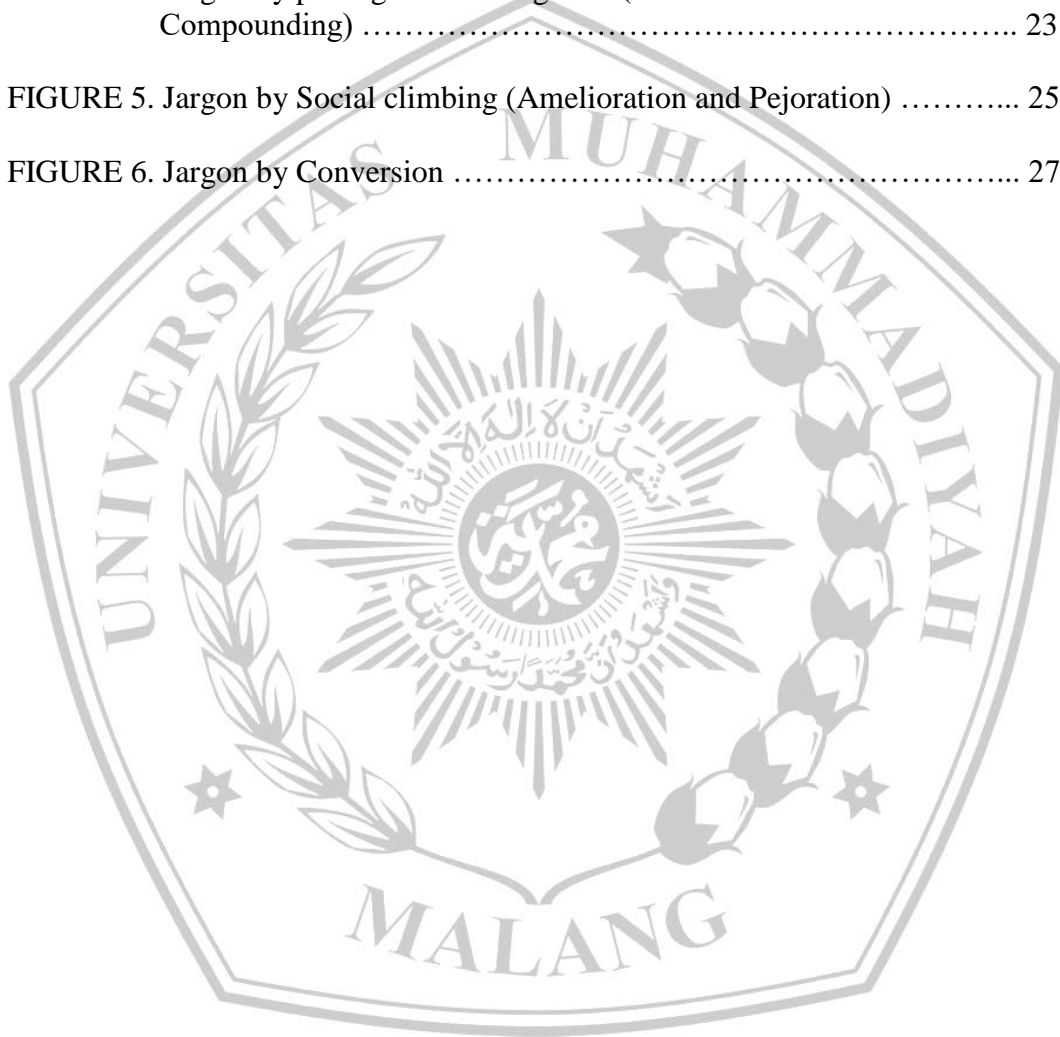
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UNIVERSITAS MUHAMMADIYAH MALANG
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN
PROGRAM STUDI PENDIDIKAN BAHASA INGGRIS
Jl. Raya Tlogomas No. 246 Malang Telp (0341) 464318 Ext. 121

LEMBAR HASIL CEK PLAGIASI

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*NIM : 201410100311118

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